

GAVIN SARAFIAN

3D Environment Artist

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SUMMARY

Self-motivated 3D artist committed to building engaging, memorable entertainment as part of an adaptive creative team.

SOFTWARE

Photoshop	xNormal
Substance Painter	Mari
Maya	Scaleform
3DS Max	uvLayout
UDK	Audacity
UE4	Bugzilla
Unity	Toolbag 2
Quixel Suite	After Effects
Z-Brush	Shotgun
Premiere	

REFERENCES

Derian McCrea

Lead Texture Artist, Guru Studio
647 781 5011
derian.mccrea@gurustudio.com

Alistair McCarthy

Lead Modelling Artist, Guru Studio
416 409 3293
alistair.mccarthy@gurustudio.com

EXPERIENCE

TEXTURE ARTIST / Guru Studio

March 2016–March 2017

- Titles included: **Paw Patrol**
- Responsible for creating accurate textures and shaders for assets from concept art, as well as UV unwrapping
- Collaborated with fellow artists to hit targets and develop the best art possible within deadlines, in addition to mentoring junior artists with pipeline art techniques
- Worked with senior artists to develop the look and style of large set pieces

JUNIOR PRODUCTION ARTIST / Glu Toronto

April 2015–October 2015

- Titles included: **Kendall & Kylie** and **Kim Kardashian: Hollywood**
- Tasks included using Photoshop to convert raw 2D illustrations into game-ready assets, as well as optimizing and fixing any rendering issues (ie; artifacting)
- Secondary roles included fixing art-related bugs, data entry to keep track of assets, and creating visual references for completed art

QA TECHNICIAN / Glu Toronto

October 2012–April 2015

- Titles included: **Stardom: Hollywood**, **Zombies Ate My Friends** and more
- Responsible for finding bugs, submitting reports, cross-referencing and verifying data
- Contributed to many gameplay features, at least one directly monetized
- Provided valuable insight into production pipelines, time management, and problem solving through team communication

ENVIRONMENT ARTIST / Frostfire Games

June 2012–October 2012

- Titles included: **Redshift**
- Duties included organizing asset lists and their budgets, delegating asset creation to other artists, and creating game-ready assets

EDUCATION

GAME DEVELOPMENT / Durham College

2009–2012

Ontario College Advanced Diploma, Graduated with Honours

FOUNDATIONS IN ART & DESIGN / Durham College

2008–2009

Certificate